

MAGIC
The Gathering®



CORE SET™

NINTH EDITION
PLAYER'S GUIDE

Ninth Time's a Charm

by Aaron Forsythe, *Ninth Edition* developer

I greatly enjoy working on **Magic: The Gathering**® core sets because I'm such a fan of the game's history. Even though our primary goal for the core set—the **Magic**® game's only “advanced-level” product—is for it to be an educational introduction to the game, the set has over time become a retrospective of the game's past. Ever since cards like *Atog* and *Unstable Mutation* were promoted from the game's earliest expansions to the *Revised* (third) *Edition* ten years ago, veteran players have been overheard saying, “Wow, I remember that card from when it first came out,” as they flip through core-set cards.

The *Eighth Edition* set embraced nostalgia by including at least one card that had never been reprinted from every expansion from the *Arabian Nights*® set through the *Scourge*™ set. The *Ninth Edition* set leaves that constraint behind and simply follows up with a host of new “old cards” for players to reacquire themselves with—or to meet for the first time.

Encore! Encore!

Headlining the returning cards are two awesome creatures once considered “too good” to be allowed: *Kird Ape* and *Hypnotic Specter* were both banned in the Extended format when it was created, but now that we better understand the dynamics of creatures in game play, we welcome them back! The *Tempest*™ set's *Verdant Force*, often called “the best fatty ever printed,” brings its Saproling offshoots with it. *Blinking Spirit* returns just in time to interact with the *Kamigawa* block, and *Sengir Vampire* finally rejoins *Serra Angel* in the core set after a decade-long break.

Some important mechanics have been brought back into the fold as well. *Paladin en-Vec* marks the return of protection to the core set, and *Force of Nature* headlines a handful of creatures with trample. Both mechanics have been on the white-bordered bench since the *Fifth Edition* set!

Of course, we can't keep adding mechanics and complicated old cards to the set willy-nilly. But it pleases me that we were able to add as many exciting cards as we did, and yet still make major improvements to the set's ability to teach the game.



Illustrations by
Ralph Horsley and Terese Nielsen

Type Casting

The *Ninth Edition* set introduces Auras, a new name for a kind of card that's been around since the beginning of the **Magic** game. An Aura is just a type of enchantment that's attached to another permanent in play. Most experienced players won't notice any difference in how these "local enchantment" cards work; "enchant creature," "enchant land," and the like just move off the type line and into the text box.



Why the change? The old format of local enchantments had proven confusing for a couple of reasons. First, they had words like "creature" and "land" on their type lines, even though they didn't have those types. Second, they were the only kind of spell that targets something without ever using the word "target." The *Ninth Edition* rules change clears up all that. The type line now says "Enchantment — Aura," and a keyword (such as "enchant creature") in the text box says what the Aura can enchant. And the keyword has reminder text to show new players that Auras are targeted spells (don't worry—you won't see that reminder text in expert-level sets).



We updated the creature types of many cards in the *Ninth Edition* set to sync them up with the conventions used in the Kamigawa™ block and the upcoming *Ravnica: City of Guilds*™ set. Most of the changes revolved around what we call the "race-class" model, wherein most sentient creatures have both a species and a job. Samite Healer, for example, was changed from a Cleric to a Human Cleric, and Raging Goblin changed from Goblin to Goblin Berserker. Every artifact creature that didn't have a type before was given one; Dancing Scimitar is now a Spirit and Ornithopter is—what else?—a Thopter. And while we were at it, we updated a lot of cards with old obscure types to have ones that make a little more sense. Clone is now a Shapeshifter, for instance, and the Lords such as Elvish Champion were given types to match their art.

That's the *Ninth Edition* set in a nutshell: scads of exciting reprints, reinstatement of key mechanics, intuitive rules updates, and, to top it off, many new pieces of art! What more could you possibly want from a core set?



White

Blast from the Past: Blinking Spirit

Years since it was last printed: 8



①: Return Blinking Spirit to its owner's hand.

Introduced way back in the *Ice Age*™ set, Blinking Spirit has been out of print since its *Fifth Edition* encore. But as we all know, Blinking Spirit (or “Blinky,” as it’s affectionately called) is impossible to kill . . . it’s just been biding its time until now.

Blinking Spirit has more lives than a treeful of cats. Is your opponent trying to hit it with a burn spell? Bounce it back to your hand. Do you want to play Wrath of God? Your own Blinky is suddenly nowhere to be found—and you can replay it from your hand onto an empty board. It can block a giant attacker all day without getting scarred. And now, thanks to the Kamigawa block, Blinking Spirit is better than ever. It’s a Spirit you can play every turn for the rest of the game, which is a dream come true for all of your “spiritcraft” cards!

Better Safe Than Sorry

It’s late in the game. You need a high-toughness creature with an ability that protects you or your creatures from harm. You know exactly what you hope to draw: that *Ninth Edition* creature that’ll stall your opponent while your deck completes its victory. But wait . . . maybe you *don’t* know exactly what you hope to draw. Which *Ninth Edition* creature suits you best?

Totally Random

Mending Hands is the only *Ninth Edition* card from the *Betrayers of Kamigawa*™ set.

Illus. L. A. Williams





Blue

Blast from the Past: Battle of Wits

Years since it was last printed: 4

Battle of Wits is the first alternate-victory-condition card ever printed in a core set (except for poison counters, of course). Why bother attacking with creatures or dealing damage? Thanks to those three magic words (“win the game”), Battle of Wits can turn any situation into a victory for you, even if your opponent’s life total is somewhere in the range of 8 billion. There’s just one catch . . .

When players see this card for the first time, many assume that either it’s a typo or the card designers have finally lost their minds. Two hundred cards in your library? *Two hundred cards?* Who does that? Well, Pro Tour player William Jensen does. He made the Top 8 of Grand Prix–Milwaukee in 2002 with a 244-card Battle of Wits deck. So whether you’re looking for a rogue tournament deck or just a fun excuse to mash your best 250 cards together in one deck, you may want to keep your Wits about you.



At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.



Combo Corner: Solving the Puzzle

Teferi’s Puzzle Box has been a core-set staple since the *Sixth Edition* set, but Plagiarize is a new addition. Together, they make an even more devastating combo than the Puzzle Box–Underworld Dreams twosome. By itself, Teferi’s Puzzle Box is a weird but harmless artifact that randomizes a player’s hand each turn. But imagine that it’s on the table at the start of your opponent’s turn. Before the Puzzle Box’s effect takes place, you play Plagiarize. What happens next? Your opponent’s hand goes on the bottom of his or her

library—then you draw that many cards! You get your opponent’s normal card draw for the turn as well. When you have a fistful of cards and your opponent has none at all, victory shouldn’t be too hard to come by.

Totally Random

The *Ninth Edition* set has four creatures that are Illusions, tying it with the *Legions™* set for the second most of all time. The *Onslaught™* set had six.

Illus. Edward P. Beard, Jr.



Blast from the Past: Hypnotic Specter

Years since it was last printed: 10

Whenever a favorite card from the days of yore (you know, the mid-'90s) makes its triumphant return in a core set, there's always a bit of a fanfare: *It's back!* But this time, lock the doors, turn out the lights, and hide under the bed because no foolin': *It's back.* Hypnotic Specter is one of the most devastating, disruptive cards to ever be printed. Since it was taken out of print, many imitators (Abyssal Specter and Hollow Specter, to name two) have been created, but none measure up to the original.

A 2/2 flying creature for three mana is good. A repeatable discard ability is good. Put them both together and you've got a scary creature. Make the discard *random* and you've got a monster. Will "Hyppie" return to the position of prominence it once had? We'll soon find out . . .

Flying

Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random.

Combo Corner: Back from the Dead

The *Legends*® card Hell's Caretaker has made only one other appearance (in the *Chronicles*® set) before reemerging now—and it's your one-stop shopping trip to the land of nightmares. At its simplest, Hell's Caretaker lets you exchange a small creature in play for a terrifying creature in your graveyard, so it's a good way to get gigantic monsters into play without paying their costs. But why stop at simple? Imagine you have a Hell's Caretaker and a Nekrataal in play, and another Nekrataal in your graveyard. Each turn, you can swap one Nekrataal for the other, snuffing out every new creature your opponent plays. Not enough death? Exchanging *any* two creatures will axe one of your opponent's if you've got Grave Pact in play. Gruesome? You bet. After all, this ain't Lollipop Lane's Caretaker you're dealing with.



Totally Random

Festering Goblin was the first-ever nonred Goblin. Since its debut in the *Onslaught* set, two more (Goblin Turncoat and Goblin Replica) have appeared.

Illus. Greg Staples



Red

Blast from the Past: Shard Phoenix

Years since it was last printed: 7

Red isn't the color of flying; most creatures with that ability are found in white and blue. Red isn't the color of creatures that resurrect themselves; those are almost always black. But red is clearly the color of the phoenix, a mythical creature that bursts into flames and then rises anew from its own ashes. Sometimes getting the flavor of a card right overrides all other concerns.



In its original incarnation, Shard Phoenix was a potent control card seen most often with Forbid in a blue-red deck called "CounterPhoenix." In its current incarnation, Shard Phoenix is still potent. It can wipe out hordes of Elves or Goblins over and over. As a 2-power creature with flying, it's a strong attacker. And as a creature that can never really die, it's an excellent defender. How fitting that it has risen from the ashes to fly once again.

Flying

Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.

Return Shard Phoenix from your graveyard to your hand. Play this ability only during your upkeep.

Dragon It Out

Dragons have been one of the most popular and recognizable creature types in the **Magic** game since the very beginning, and there's always been at least one in the core set. Alpha started things off with Shivan Dragon and Dragon Whelp. That's how things stayed until the *Fifth Edition* set, when the Whelp departed, leaving Shivan Dragon all alone. Shivan Dragon itself skipped the *Sixth Edition* set (the only one it's missed), and was replaced by Pearl Dragon (in white!), Volcanic Dragon, and Crimson Hellkite. The Hellkite was the only one of those three to stick around for the *Seventh Edition* set, when Shivan Dragon returned. Two-Headed Dragon was Shivan Dragon's partner in the *Eighth Edition* set, and Rathi Dragon (as determined by the "Selecting Ninth Edition" voters) has that honor here. Dragon-themed accessories in this set include Dragon's Claw and Form of the Dragon. Why play a Dragon when you can turn yourself into one instead?



Totally Random

Shatter is one of only two instants to make an appearance in every core set. The other is Giant Growth.

Illus. Paolo Parente



Green

Blast from the Past: Verdant Force

Years since it was last printed: 8

It's an enormous 7/7 face-smashing creature. It automatically spits out new creatures every turn of the game (not just yours). It's a perfect target for reanimator decks. It enables all sorts of crazy combos. It wins games. It's Verdant Force, and there's nothing about it not to love. One of the most popular creatures of all time, the behemoth known as the "best fatty ever" is making its core-set debut.

There are tons of *Ninth Edition* cards eager to play along with Verdant Force. Want to double up? Clone the Force to create two tokens a turn, or play *Glorious Anthem* to make them twice as big. Both *Polymorph* and *Hell's Caretaker* can help get Verdant Force into play, or they can trade Saproling tokens for something a bit meatier. *Beast of Burden*, *Slate of Ancestry*, and *Coat of Arms* are all thrilled to see swarms of Saprolings. Of course, the best combo of all may just be with your combat phase.



At the beginning of each player's upkeep, put a 1/1 green Saproling creature token into play under your control.

Muscle to Spare

Green is the creature color, right? Sometimes it doesn't feel that way. Every color has creatures, and every color has big creatures, so sometimes the thing that makes green special is lost in the shuffle. Well, not in this core set, pal! Green is large and in charge. The 5/5 *Emperor Crocodile* is a little on the small side when Verdant Force and the fabled 8/8 *Force of Nature* (the Alpha original!) are stomping around the forest. The 6/4 *Craw Wurm* gets noogies from its cousins, the 6/6 *Rootbreaker Wurm* and the 7/6 *Scaled Wurm*. The 6/5 *Ancient Silverback* and 6/6 *Hunted Wumpus* are there to make sure you get the point. And as for Maro—who knows how big it can get!



Totally Random

Naturalize has been printed in three different sets, each time with different art.

Illus. DiTerlizzi

Artifacts and Lands

Blast from the Past: Quicksand

Years since it was last printed: 8

The relationship between creatures and lands is usually pretty simple: Lands help you bring creatures into existence. Once in a while, however, lands get fed up with the I'm-sooooo-helpful role and decide it's high time to take some creatures *out* of existence. Show 'em who calls the shots. There's a long history of such revolt-minded lands, from Desert to Barbarian Ring. Quicksand is the first one to ever appear in a core set.

Quicksand is a remarkable card for picking off small creatures. Since it's a land, countermagic is useless against it. Since it's colorless, protection is useless against it. Since it gives -1/-2 (the only other card to do that was Phyrexian Boon in the *Alliances*™ set—and only if the creature was nonblack!), regeneration is useless against it. It's free, it scares off potential attackers, and—as if that weren't enough—it makes mana in its spare time. This is one land you can't walk all over.



- ☞ Add 1 to your mana pool.
- ☞ Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn

A Hello to Arms

When Equipment was introduced to the Magic game, most people expected it to be a temporary addition. It was a new type of artifact, which made sense for the artifact-heavy *Mirrodin*® set, but it seemed like a mechanic that would go away when the block ended. When Equipment stuck around for the Kamigawa block, people raised their eyebrows. And now that Equipment has made it into the core set in the form of Vulshok Morningstar and Loxodon Warhammer, it seems safe to say that it'll be sticking around for quite a while.

Totally Random

Out of the complete set of ten pain lands, gathered together for the first time in the *Ninth Edition* set, only Karplusan Forest has new art.



Illus. Roger Raupp

Selecting Ninth Edition

by Doug Beyer, MagicTheGathering.com Web developer

Floating in the cybertronic æther above R&D—well, in a set of cubicles up a flight of stairs from it—sits the Online Media department, including those of us who maintain that online **Magic** info-storehouse we call **MagicTheGathering.com**. Since we on the Web team guide those electrons between R&D and **Magic** players, we get a unique perspective on some really cool online promotions.

One such promotion was “Selecting *Ninth Edition*,” in which **MagicTheGathering.com** readers became set developers, flavor text writers, and art directors for the *Ninth Edition* set. In the summer of 2004, when *Ninth Edition* was just a twinkle in R&D’s eye, players came to **MagicTheGathering.com** and voted on critical core-set decisions. Perhaps you were even one of those digital contributors. By guiding the card, flavor text, and art choices, you helped handcraft the set.

Pick a Card, Any Card

Each week for thirteen weeks, readers voted on choices between two or more cards vying for a single core-set slot. For example, players chose which white flier would dominate the skies (Blinding Angel narrowly beat the *Scourge* set’s Dawn Elemental), and they picked which 5/5 green fatty would smash face on the ground (Emperor Crocodile won out over the *Invasion*™ set’s Jade Leech). They even determined a three-way race between drawbackalicious red monsters Balduvian Horde, Goblin Goon, and Rathii Dragon. Which one won? Let’s just say that Goons and Hordes had nothing on an enormous, four-mana Dragon.

In perhaps one of the most interesting contests, R&D offered up either the package deal of Rewind and Confiscate from the *Urza’s Saga*™ set or the *Odyssey*™ set’s creature-stealing powerhouse Persuasion all by itself. The players chose overwhelmingly to determine two slots over one—and to keep tournament-worthy creature-stealing cards out of the core set—by voting for the Rewind-Confiscate combo. See? Read **MagicTheGathering.com**, and you too could help decide tomorrow’s tournament scene.

Illus. Christopher Rush



Taste Test

Midway through the Selecting *Ninth Edition* promotion came a twist: Players got to create original flavor text for three *Ninth Edition* cards. And the cards in question were no mere cardboard, but three modern core-set staples: Shock, Naturalize, and Fear. First came the submission step, burying our email system under drifts of new-fallen flavor text. The R&D creative team and Online Media then waded through over *nine thousand submissions* to select the ten best contenders for each of the three cards. Then players voted on their favorite piece for each card, and the rest is core-set history. Congratulations to David Griffiths, Alex Zacharias, and Joseph Vidal, who are now published flavor text writers extraordinaire.



Worth More Than a Thousand Words



Last but not least were the players' decisions governing some new *Ninth Edition* art. During 2002's Selecting *Eighth Edition*, players chose which of a card's existing illustrations would be used. This time, players collectively put on their art director's hat and chose between rough sketches submitted by different artists to determine which would be turned into new art. Two sketches enter, one sketch leaves—and the results were astounding. Magic artists rose to the occasion, and players took on the discerning eye of art critics. Most of the "sketches" were fine art in themselves, and the final pieces gushed with color, imagination, and detail. There's no doubt in my mind that the *Ninth Edition* set contains some of the best Magic art. All it took was the input of players like you and a little friendly competition.

Ninth Edition Comes to Life

Want to learn more about Selecting *Ninth Edition*? Interested in the vote totals? Curious about what flavor text submissions didn't win, or what the sketch for Zur's Weiriding looked like? Check out www.wizards.com/Magic/Selecting9E. Or you can just flip through the cards themselves. Representing an interactive fusion of R&D insight and fan sensibility, the *Ninth Edition* core set is truly a set for the players, by the players.

Illus. rk post

The Artist Behind the Art: An Interview with Greg Staples

by Jeremy Cranford, *Magic* art director

Jeremy Cranford: I'd like to start out by getting some information on your background. Where did you go to art school?

Greg Staples: Well, actually I didn't go to art school. I had always wanted to be a comic book artist, but my teachers discouraged me. So I started out training to be an architect, but after two years I was getting bored and the company I worked for closed. That's when I started drawing. I remember doing twelve drawings and then picking my best five—that was my portfolio.

JC: What was your first professional art job?

GS: The first comic I worked on was for the *Judge Dredd* line in 1989. I was their youngest artist at the time. I was standing at the back of a long line at a comic convention when Simon Bisley [a high-profile comic book artist who was working on *Judge Dredd* at the time] asked to see the five drawings in my portfolio. I showed them to him and he got excited, pulled me to the front of the line, and told the *Judge Dredd* editor to give me a job—and he did.

JC: So how did you move from comics to *Magic* cards?

GS: I think it was in 1998. Dermot Power [another *Judge Dredd* artist who had started working on *Magic* card art with 1996's *Mirage*™ set] had told me about this gaming company called Wizards of the Coast. I didn't understand what they did at first but after about six months to put it together, I got involved with the *Magic* game.

JC: What was the first *Magic* card you ever painted?

GS: Goblin Raider [from the *Urza's Saga* set]. My first sketch for the goblin was rejected because his anatomy was too buff, but luckily my second sketch was approved.

JC: What's your all-time favorite *Magic* card that you've done?

GS: I'm not sure . . . I think it would have to be my painting of Erhnam Djinn [for the *Judgment*™ set].

JC: What other projects are you working on?

GS: I still work on comics for companies like Dark Horse, DC, and Marvel, some TV and film concept work, music videos . . . But I've also had to cut out a lot of things in order to devote more time to *Magic* art.





JC: Which other **Magic** artists' work do you admire?

GS: I really like Justin Sweet. His style is classical fantasy. I always keep an eye out for Justin's work. Then of course, I'm a big fan of Kev Walker's work. He has great color schemes and atmosphere in his paintings.

JC: Which **Magic** color do you most like to paint for?

GS: I bet most artists would say black, but I really like to paint red cards. I enjoy working in ochres and reds and creating those warmer colors.

JC: There's a lot of talk these days about digital paintings vs. traditional paintings. Since you do both, could you share your opinion on these two mediums?

GS: I work in acrylic, oils, and digital, but I keep my digital work to a minimum (to meet a quick deadline, for example). Sure, I can do a digital painting faster, but I prefer traditional painting. It's more work and takes longer, but you do it because you love it and want to. That being said, I use the exact same techniques whether I paint digital or traditional. The reason I think digital paintings don't get as much respect is because a lot of people use digital as a shortcut. They don't take the time to learn basics like anatomy, lighting, brushwork, and composition. If you use digital as a shortcut and don't have a strong foundation, it will show.

JC: Since you knew your art was going to be featured on all the *Ninth Edition* packaging, did you use a different approach than you would on normal **Magic** cards?

GS: Yes. I worked in a larger format, three or four times larger than I would for a normal **Magic** card. This allowed more detail in my work. I was also trying to work with oil in different ways I was not as familiar with.

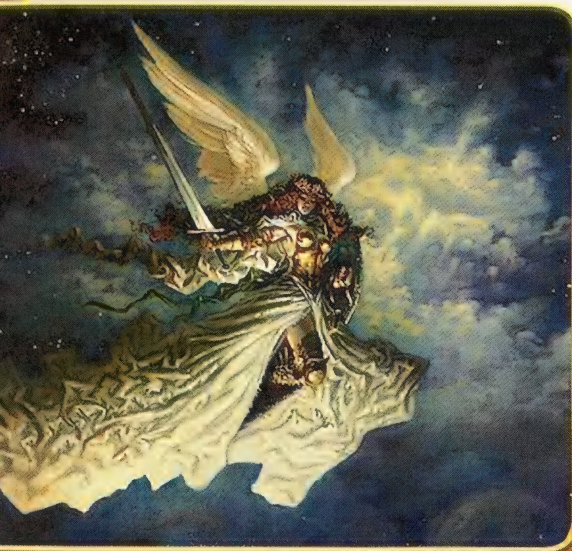
JC: Do you have any interesting stories about these pieces? Like why there are orchids behind Hell's Caretaker?

GS: When I painted the orchids behind the figure, I knew it would get questioned. That was something I added for the Hell's Caretaker to enjoy. Traditionally, orchids are related to death. They do add a nice contrast, and it makes people ask questions. I remember hearing a World War I story about orchids growing among dead bodies. I think the decay was helping, fertilizing the plants—from death breeds life. It's nice and creepy.

The Artist Behind the Art: An Interview with Greg Staples

(continued)

JC: You were under a lot of pressure to make sure that the *Ninth Edition* Serra Angel would be a "home run." Can you talk about the process we went through to get the final art?



GS: I knew the card was important, which quickly turned to anxiety because so many people would have different opinions and expectations about what she should look like. I ended up doing three complete paintings before everyone was happy.

When I started the first image, I blocked out all opinions and tried to just create a beautiful image, but it didn't seem enough like Serra.

Then we moved on the second version. I went in the opposite direction in feel and color—it was very difficult to do with light shining down and all. But in the end, that version didn't really work for the packaging.



Which brings us to the third and final version. I saw what the packaging was going to look like, and then I ignored everyone and did exactly what I wanted. I felt the last one came together easily and quickly. I was glad when Wizards thought so also. I'll go ahead and provide some images of my work process if you think people would be interested.

JC: That would be great!

STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



CORE SET™

NINTH EDITION CARD ENCYCLOPEDIA

The *Ninth Edition* Card Encyclopedia shows the entire *Ninth Edition* core set. To keep track of your cards, just turn to the checklist on pages 57–59.



Angel of Mercy 4

Creature — Angel

Flying (*This creature can't be blocked except by creatures with flying.*)
When Angel of Mercy comes into play, you gain 3 life.

—Melissa A. Benson
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

3/3

Angel's Feather 2

Artifact

Whenever a player plays a white spell, you may gain 1 life.
If taken, it cuts the hand that clutches it.
If given, it heals the hand that holds it.

—Alan Pollack
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

Angelic Blessing 2

Sorcery

Target creature gets +3/+3 and gains flying until end of turn. (*It can't be blocked except by creatures with flying.*)
Only the warrior who can admit mortal weakness will be bolstered by immortal strength.

—Mark Zug
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

Annex 2

Enchantment — Aura

Enchant land (*Target a land as you play this. This card comes into play attached to that land.*)
You control enchanted land.
You should see how small the map is.

—John Aron
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

Archivist 2

Creature — Human Wizard

☞: Draw a card.
"Sit down and read. Educate yourself for the coming conflicts."
—Mary Harris "Mother" Jones

—Donato Giancola
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

1/1

Aven Cloudchaser 3

Creature — Bird Soldier

Flying (*This creature can't be blocked except by creatures with flying.*)
When Aven Cloudchaser comes into play, destroy target enchantment.

—Justin Sweet
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

2/2

Aven Fisher 3

Creature — Bird Soldier

Flying (*This creature can't be blocked except by creatures with flying.*)
When Aven Fisher is put into a graveyard from play, you may draw a card.
The same spears that catch their food today will defend their homes tomorrow.

—Christopher Meisel
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

2/2

Aven Flock 4

Creature — Bird Soldier

Flying (*This creature can't be blocked except by creatures with flying.*)
☞: Target player reveals the top card of his or her library.
Just as each added feather steadies the wing, so does the flock grow stronger with each new member.

—Greg & Tim Hildebrandt
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

2/3

Aven Windreader 3

Creature — Bird Soldier Wizard

Flying (*This creature can't be blocked except by creatures with flying.*)
☞: Target player reveals the top card of his or her library.
"The tiniest ripple tells a story ten fathoms deep."

—Greg & Tim Hildebrandt
M10 B-11 100% 2005 Wizards of the Coast, Inc. © 2005

3/3

Azure Drake 3



Creature — Drake

Flying (This creature can't be blocked except by creatures with flying.)
*Little dreamt could seem so cruel
 As waiting for the wings outspread,
 The jagged teeth, the burning eyes,
 And dagger-claws that clench to nerves.*

—Janine Johnston
TM & © 1996–2004 Wizards of the Coast, Inc. 45755

2/4

Baldurian Barbarians 1



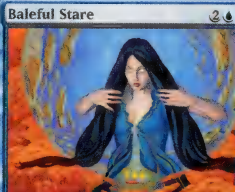
Creature — Human Barbarian

*"From the snowy slopes of Kaelor,
 To the canyons of Bandu,
 We drink and fight and feast and die
 As we were born to do."
 —Baldurian tavern song*

—Jim Nelson
TM & © 1996–2004 Wizards of the Coast, Inc. 45756

3/2

Baleful Stare 2



Sorcery

Target opponent reveals his or her hand. You draw a card for each Mountain and red card in it.
*"Though there is little to be learned
 from your dust and stones, I shall toring
 them dry nevertheless."*

—Randy Gallegos
TM & © 1996–2004 Wizards of the Coast, Inc. 45757

Ballista Squad 3



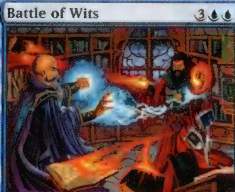
Creature — Human Rebel

♦♦♦: Ballista Squad deals X damage to target attacking or blocking creature.
The perfect antidote for a tightly packed formation.

—Matthew D. Wilson
TM & © 1996–2004 Wizards of the Coast, Inc. 45758

2/2

Battle of Wits 3



Enchantment

At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.
The wizard who reads a thousand books is powerful. The wizard who memorizes a thousand books is insane.

—Edward P. Beard, Jr.
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Battlefield Forge

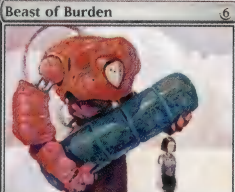


Land

♦: Add 1 to your mana pool.
 ♦♦: Add ♦ or ♦♦ to your mana pool.
 Battlefield Forge deals 1 damage to you.

—Mark L. Eitner
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Beast of Burden 6



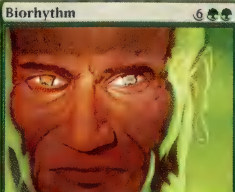
Artifact Creature — Golem

Beast of Burden's power and toughness are each equal to the number of creatures in play.
Though it was built as an instrument of labor, it wasn't long before it became an instrument of war.

—Clippy
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/

Biorhythm 6

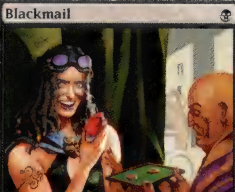


Sorcery

Each player's life total becomes the number of creatures he or she controls.
*"I have seen life's purpose, and now it is my own."
 —Kamahl, druid acolyte*

—Ron Spears
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Blackmail



Sorcery

Target player reveals three cards from his or her hand and you choose one of them. That player discards that card.
In addition to killing peasants, punishing subordinates, and raising an army of nightmarers, Broids somehow found time for her favorite hobby: petty extortion.

—Laurie R. King
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Blanchwood Armor 2



Enchantment — Aura

Enchant creature (Target a creature as you play this. This card comes into play attached to that creature.)
Enchanted creature gets +1/+1 for each Forest you control.

— Paulo Parente
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Blaze 3

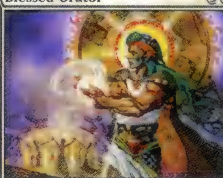


Sorcery

Blaze deals X damage to target creature or player.
Fire never dies alone.

— Alex Hurley-O'Randall
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Blessed Orator 3

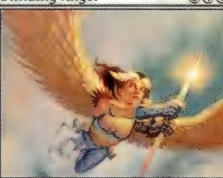


Creature — Human Cleric

Other creatures you control get +0/+1.
"He spoke with the tongue of Angels; we fought with the strength of lions."
— Handel, infantry soldier

— Terese Nielsen
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Blinding Angel 3

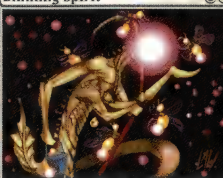


Creature — Angel

Flying (This creature can't be blocked except by creatures with flying.)
Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.
"Their eyes will shrivel and blacken before faith's true light."

— Todd Lockwood
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Blinking Spirit 3



Creature — Spirit

0: Return Blinking Spirit to its owner's hand.
"Don't look at it! Maybe it'll go away!"
— Ib Halfheart, goblin tactician

— L. A. Williams
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Blood Moon 2



Enchantment

Nonbasic lands are Mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

— Mike Szymer
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Bloodfire Colossus 6



Creature — Giant

● Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.
It took all its strength to contain the fire within.

— Greg Staples
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Bog Imp 1



Creature — Imp

Flying (This creature can't be blocked except by creatures with flying.)
Think of it as a butcher knife with wings.

— Carl Critchlow
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Bog Wraith 3



Creature — Wraith

Swampwalk (This creature is unblockable as long as defending player controls a Swamp.)
The bodies of its victims are the only tracks it leaves.

— Greg Staples
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Clone 3



Creature — Shapeshifter

As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.

—Kory Walker
10/16/11 11/15/11 12/15/11 1/16/12 2/16/12 3/16/12 4/16/12 5/16/12 6/16/12 7/16/12 8/16/12 9/16/12 10/16/12 11/16/12 12/16/12 1/17/13 2/17/13 3/17/13 4/17/13 5/17/13 6/17/13 7/17/13 8/17/13 9/17/13 10/17/13 11/17/13 12/17/13 1/18/14 2/18/14 3/18/14 4/18/14 5/18/14 6/18/14 7/18/14 8/18/14 9/18/14 10/18/14 11/18/14 12/18/14 1/19/15 2/19/15 3/19/15 4/19/15 5/19/15 6/19/15 7/19/15 8/19/15 9/19/15 10/19/15 11/19/15 12/19/15 1/20/16 2/20/16 3/20/16 4/20/16 5/20/16 6/20/16 7/20/16 8/20/16 9/20/16 10/20/16 11/20/16 12/20/16 1/21/17 2/21/17 3/21/17 4/21/17 5/21/17 6/21/17 7/21/17 8/21/17 9/21/17 10/21/17 11/21/17 12/21/17 1/22/18 2/22/18 3/22/18 4/22/18 5/22/18 6/22/18 7/22/18 8/22/18 9/22/18 10/22/18 11/22/18 12/22/18 1/23/19 2/23/19 3/23/19 4/23/19 5/23/19 6/23/19 7/23/19 8/23/19 9/23/19 10/23/19 11/23/19 12/23/19 1/24/20 2/24/20 3/24/20 4/24/20 5/24/20 6/24/20 7/24/20 8/24/20 9/24/20 10/24/20 11/24/20 12/24/20 1/25/21 2/25/21 3/25/21 4/25/21 5/25/21 6/25/21 7/25/21 8/25/21 9/25/21 10/25/21 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Craw Wurm

4



Creature — Wurm

The most terrifying thing about the *craw wurm* is probably the horrible crashing sound it makes as it speeds through the forest. This noise is so loud it echoes through the trees and seems to come from all directions at once.

—Richard Sardinia

6/4

Creeping Mold

2



Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

—Rob Alexander

Crossbow Infantry

1



Creature — Human Soldier

®: Crossbow Infantry deals 1 damage to target attacking or blocking creature.

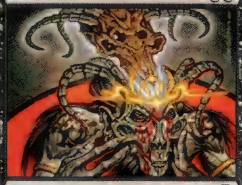
"He can split a marshfly in two from halfway across the range."
—Onean sergeant

—James Bernardin

1/1

Cruel Edict

1



Sorcery

Target opponent sacrifices a creature.

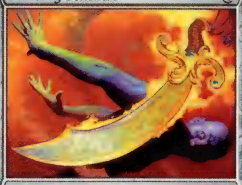
"No mockeries now for them; no prayers nor bells, / Nor any voice of mourning save the choir;— / The shrill, demented choir of wailing shells."

—Wilfred Owen, "Anthem for Doomed Youth"

—Highland Scott

Dancing Scimitar

4



Artifact Creature — Spirit

Flying (This creature can't be blocked except by creatures with flying.)

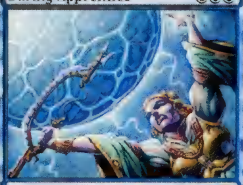
A blade that has never known sheath, a hilt that has never known hand.

—Aunt Spicers

1/5

Daring Apprentice

1



Creature — Human Wizard

®: Sacrifice Daring Apprentice: Counter target spell.

In front of every great wizard is a doomed apprentice.

—Daisy Orlino

1/1

Dark Banishing

2



Instant

Destroy target nonblack creature. It can't be regenerated.

"Ha, banishment? Be merciful, say 'death,' / For exile hath more terror in his look, / Much more than death."

—William Shakespeare, Romeo and Juliet

—Richard Proulx

Death Pits of Rath

3



Enchantment

Whenever a creature is dealt damage, destroy it. It can't be regenerated.

"Neither could I forget what I had read of these pits—that the sudden extinction of life formed no part of their most horrible plan."

—Edgar Allan Poe, "The Pit and the Pendulum"

—Daisy Orlino

Deathgazer

3



Creature — Lizard

Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Your entire life passes before its eyes.

—Daisy Orlino

2/2



Drudge Skeletons

1



Creature — Skeleton

●: Regenerate Drudge Skeletons. (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

"The dead make good soldiers. They can't disobey orders, never surrender, and don't stop fighting when a random body part falls off."

—Newyruul, Necromancer's Handbook

1/1

Early Harvest

1



Instant

Target player untaps all basic lands he or she controls.

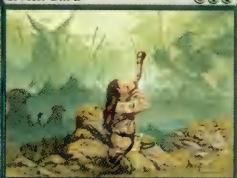
"Earth's increase, fusion plenty,
Barns and garner's never empty;
Vines with clust'ring bunches growing;
Plants with goodly burden bowing."

—William Shakespeare, The Tempest

—Heather Hudson

Elvish Bard

3



Creature — Elf Shaman

All creatures able to block Elvish Bard do so.

Helplessly draten in, the bard's enemies
quickly find there's more than song to
be found.

—Ruth Alexander

2/4

Elvish Berserker

1



Creature — Elf Berserker

Whenever Elvish Berserker becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

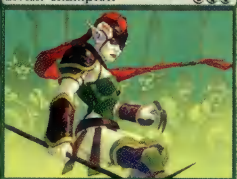
Their fury scatters enemies like a pile of dry leaves.

—Pablo Farnette

1/1

Elvish Champion

1



Creature — Elf Lord

Other Elves get +1/+1 and have forestwalk. (They're unblockable as long as defending player controls a Forest.)

"For what are leaves but countless blades
To fight a countless foe on high."

—Elvish hymn

—D. Alexander Gregory

2/2

Elvish Piper

3



Creature — Elf Shaman

●, ●: Put a creature card from your hand into play.

From Gaia grew the world, and the world
was silent. From Gaia grew the world's
elves, and the world was silent no more.

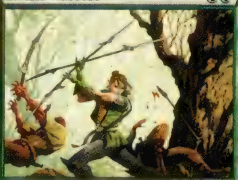
—Elvish teaching

—Rebecca Gray

1/1

Elvish Warrior

1



Creature — Elf Warrior

"My tales of war are the stories most
asked for around the fires at night, but
they're the ones I care least to tell."

—Christopher Priestley

2/3

Emperor Crocodile

3



Creature — Crocodile

When you control no other creatures,
sacrifice Emperor Crocodile.

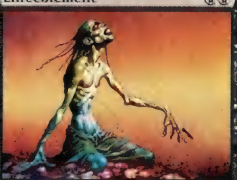
The king of Yavimaya's waters pays
constant attention to his subjects . . . and
thrives on their adulation.

—Kay Walker

5/5

Enfeeblement

1



Enchantment — Aura

Enchant creature (Target a creature as
you play this. This card comes into play
attached to that creature.)

Enchanted creature gets -2/-2.

"If it is weak, either kill it or ignore it.
Anything else honors it."

—Kaereck



Fishliver Oil

J 4



Enchantment — Aura

Enchant creature (Target a creature as you play this. This card comes into play attached to that creature.)

Enchanted creature has islandwalk. (This creature is unblockable as long as defending player controls an Island.)

—Ralph Horsley

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Flame Wave

3 2 2 2 2



Sorcery

Flame Wave deals 4 damage to target player and each creature he or she controls.

"I hear the roaring of a wave whose waters are red and whose mist is black."
—Oracle en-Vec

—Doriano Granicola

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Flashfires

3 2



Sorcery

Destroy all Plains.

Dry grass is tinder before the spark.

—Landy Callegos

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Fleeting Image

2 4



Creature — Illusion

Flying (This creature can't be blocked except by creatures with flying.)

If ♣: Return Fleeting Image to its owner's hand.

"Beware lest you lose the substance by grasping at the shadow."

—Aesop, Fables, trans. Jacobs

—Dave Dorman

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2/1

Flight

4



Enchantment — Aura

Enchant creature (Target a creature as you play this. This card comes into play attached to that creature.)

Enchanted creature has flying. (It can't be blocked except by creatures with flying.)

—Arne Swickel

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Flowstone Crusher

3 2 2



Creature — Beast

♣: Flowstone Crusher gets +1/-1 until end of turn.

"What's better than smashing things with a rock? A rock that gets up and smashes things for you."

—Toggo, goblin weaponsmith

—Benji Thompson

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4/4

Flowstone Shambler

2 2



Creature — Beast

♣: Flowstone Shambler gets +1/-1 until end of turn.

Flowstone troops are notoriously difficult to keep in formation.

—Jan Verheul

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2/2

Flowstone Slide

X 2 2 2



Sorcery

All creatures get +X/-X until end of turn.

It may look like soil, but its nature is malice.

—Chippy

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Foot Soldiers

3 3



Creature — Human Soldier

Infantry deployment is the art of putting your troops in the wrong place at the right time.

—Kev Walker

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2/4



Giant Cockroach

3



Creature — Insect

Toren had stepped on a lot of bugs during his life, so he couldn't help feeling embarrassed when a bug stepped on him.

4/2

Giant Growth



Instant

Target creature gets +3/+3 until end of turn.

Jim Murray

Giant Spider

3



Creature — Spider

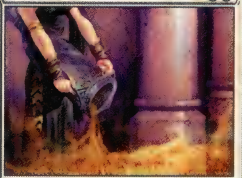
Giant Spider can block as though it had flying.

Watching the spider's web
—Llanowar expression meaning
"focusing on the wrong thing"

Randy Gallegos

2/4

Gift of Estates



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

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Glorious Anthem



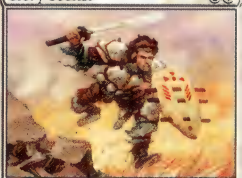
Enchantment

Creatures you control get +1/+1.
Each victory adds a new verse.

Kev Walker

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Glory Seeker



Creature — Human Soldier

The turning of the tide always begins with one soldier's decision to head back into the fray.

Dave Dorman

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2/2

Gluttonous Zombie

4



Creature — Zombie

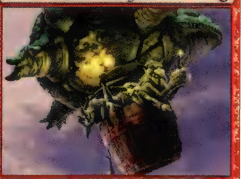
Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

Greed and gluttony led him to death. Now they are his greatest assets.

Thomas M. Wright

3/3

Goblin Balloon Brigade



Creature — Goblin Warrior

☛ Goblin Balloon Brigade gains flying until end of turn. (It can't be blocked except by creatures with flying.)

They pashed the holes, loaded their sharpest rocks, spanked their children one last time, and herched off into the sunset.

Larry Grant-West

1/1

Goblin Brigand

1



Creature — Goblin Warrior

Goblin Brigand attacks each turn if able.

Like a loaded cannon—point and shoot.

Artie Savelle

2/2



Winning the Race

Browsing these pages, it's easy to see plenty of changes as the new race-class creature-type system is applied. Royal Assassin is a Human! Llanowar Elves is a Druid! But the most exciting news is that the three Lords in the set—Goblin King, Lord of the Undead, and Elvish Champion—are now, *finally*, the creature type of their followers. And although their abilities still don't affect themselves, if you have a second one, they will affect each other. It's a change players have been asking for since Alpha, and it just makes sense. Take one look at Goblin King—was there ever any doubt he was a Goblin?



Goblin Piker



Creature — Goblin Warrior

Once he'd worked out which end of the thing was sharp, he was promoted to guard duty.

—J. R. R. Tolkien

2/1

Goblin Sky Raider



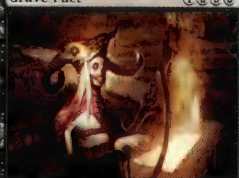
Creature — Goblin Warrior

Flying (This creature can't be blocked except by creatures with flying.)
The goblin word for "flying" is more accurately translated as "falling slowly."

—J. R. R. Tolkien

1/2

Grave Pact



Enchantment

Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.

"The bonds of loyalty can tie one to the grave."
—Grovex, ascendant evincar

Gravedigger



Creature — Zombie

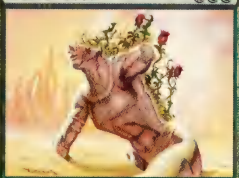
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

A full coffin is like a full coffer—both are attractive to thieves.

—Dennis P. Williams

2/2

Greater Good



Enchantment

Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then discard three cards.

"To examine the causes of life, we must first have recourse to death."
—Mary Shelley, Frankenstein

—Dennis P. Williams

Grizzly Bears



Creature — Bear

Don't try to outrun one of Dominaria's grizzlies; it'll catch you, knock you down, and eat you. Of course, you could run up a tree. In that case you'll get a nice view before it knocks the tree down and eats you.

—D. J. Crivello, Nara

2/2

Groundskeeper



Creature — Human Druid

1 ♣: Return target basic land card from your graveyard to your hand.

"Soldiers speak of defending the soil, but they care only for their nations. I care nothing for their nations and everything for the soil."

—Alan Rabenowitz

1/1

Guerrilla Tactics



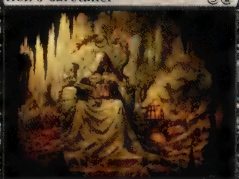
Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics, Guerrilla Tactics deals 4 damage to target creature or player.

—Alan Rabenowitz

Hell's Caretaker



Creature — Horror

♣: Sacrifice a creature: Return target creature card from your graveyard to play. Play this ability only during your upkeep.

1/1



Hunted Wumpus

3



Creature — Beast

When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play.

Just one can feed a dozen people for a month.

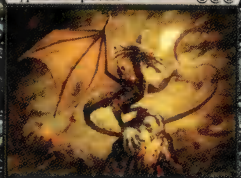
—Thomas M. Baxa

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6/6

Hypnotic Specter

1



Creature — Specter

Flying (*This creature can't be blocked except by creatures with flying.*)

Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random.

—Gary Chalk

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2/2

Icy Manipulator

4



Artifact

1, ♠: Tap target artifact, creature, or land.

In fire there is the spark of chaos and destruction, the seed of life. In ice there is perfect tranquility, perfect order, and the silence of death.

—Matt Cavotta

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Imaginary Pet

1



Creature — Illusion

At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.

"It followed me home. Can I keep it?"

—Christopher Rush

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4/4

Infantry Veteran

1



Creature — Human Soldier

♠: Target attacking creature gets +1/+1 until end of turn.

"This scar? From a zombie's teeth. That scar? From a barbarian's axe. That scar? I don't talk about that one."

—Christopher Rush

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1/1

Inspirit

2



Instant

Untap target creature. It gets +2/+4 until end of turn.

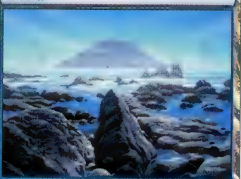
"The hour of your redemption is here... Rally to me... rise and strike. Strike at every favorable opportunity. For your homes and hearths, strike!"

—General Douglas MacArthur, to the people of the Philippines

—Simon Bisley

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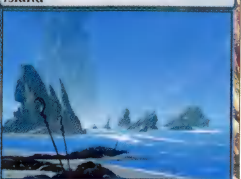
Island



Basic Land — Island



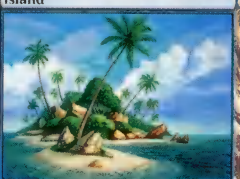
Island



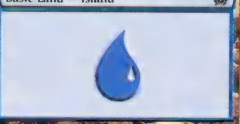
Basic Land — Island



Island



Basic Land — Island





Kird Ape 2



Creature — Ape

Kird Ape gets +1/+2 as long as you control a Forest.
It puts the "fur" in "fury."

—Kirsten Nielsen
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Kraken's Eye 2



Artifact

Whenever a player plays a blue spell, you may gain 1 life.
Bright as a mirror, dark as the sea.

—Adam Pollack
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Lava Axe 4



Sorcery

Lava Axe deals 5 damage to target player.
"Catch!"

—Brian Kennedy
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Leonin Skyhunter 3



Creature — Cat Knight

Flying (This creature can't be blocked except by creatures with flying.)
The skyhunters were born when the first leonin gazed at the heavens and wished to hunt the birds overhead.

—Kev Walker
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Levitation 2



Enchantment

Creatures you control have flying. (They can't be blocked except by creatures with flying.)
Barrin's pride in his apprentice was diminished somewhat when he had to get the others back down.

—Heather Hudson
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Ley Druid 2



Creature — Human Druid

☿: Untap target land.
After years of training, the druid becomes one with nature, drawing power from the land and returning it when needed.

—Edward P. Beard, Jr.
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Lightning Elemental 3



Creature — Elemental

Haste (This creature may attack the turn it comes under your control.)
*"A flash of the lightning, a break of the wave, He passes from life to his rest in the grave."
—William Knox, "Mortality"*

—Kev Walker
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Llanowar Behemoth 3



Creature — Elemental

Tap an untapped creature you control: Llanowar Behemoth gets +1/+1 until end of turn.
*"Most people can't build decent weapons out of stone or steel. Trust the elves to do it with only mud and vines."
—Gerrard of the Weatherlight*

—Kev Walker
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Llanowar Elves 1



Creature — Elf Druid

☿: Add ☿ to your mana pool.
*One bone broken for every twig snapped underfoot.
—Llanowar penalty for trespassing*

—Kev Walker
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Marble Titan

3



Creature — Giant

Creatures with power 3 or greater don't untap during their controllers' untap steps.

It entered the temple with all the pomp and decorum of a rock hitting a goblin's skull.

—Bron

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3/3

Maro

2



Creature — Elemental

Maro's power and toughness are each equal to the number of cards in your hand.

No two see the same Maro.

—Smart Griffin

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/

Master Decoy

1



Creature — Human Soldier

*****, *****: Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

—Ben Thompson

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1/2

Master Healer

4



Creature — Human Cleric

*****: Prevent the next 4 damage that would be dealt to target creature or player this turn.

Behind his eyes is the pain of every soldier his hands have healed.

—Adam Rex

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1/4

Megrim

2



Enchantment

Whenever an opponent discards a card, Megrim deals 2 damage to that player.

"You can run from your pain, but you will tire before it does."
—Gerrard of the Weatherlight

—Nick Pezzini

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Mending Hands

1



Instant

Prevent the next 4 damage that would be dealt to target creature or player this turn.

"I can staunch their blood, mend their flesh, and knit their bones. But I cannot restore their hope."
—Tender-Hand, hisume healer

—Douglas Shuler

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Might of Oaks

3



Instant

Target creature gets +7/+7 until end of turn.

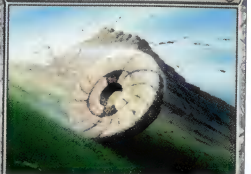
"Guess where I'm gonna plant this!"

—Greg Staples

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Millstone

2



Artifact

2, *****: Target player puts the top two cards of his or her library into his or her graveyard.

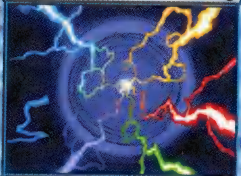
More than one mage has been driven insane by the sound of the millstone relentlessly grinding away.

—Julie Aron

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Mind Bend

1



Instant

Change the text of target permanent by replacing all instances of one color word with another. (For example, you may change "wordblack creature" to "wordgreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.)

—Tony Secanillo

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Orcish Artillery



Creature — Orc Warrior

* Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

"So they want to kill my men? Well two can play at that game."
—General Khurzog

—Jeff Miracola

1/3

Order of the Sacred Bell



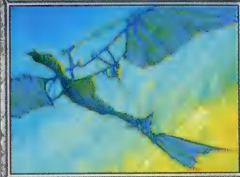
Creature — Human Monk

"My brother, it may now be time to ring the bell and put out the call for aid."

—Carl Critchlow

4/3

Ornithopter



Artifact Creature — Thopter

Flying (This creature can't be blocked except by creatures with flying.)

"It has been my honor to improve on the Thran's original design. Perhaps history will remember me in some small part for my work."
—Urza, in his apprenticeship

—Dana Knutson

0/2

Overgrowth



Enchantment — Aura

Enchant land (Target a land as you play this. This card comes into play attached to that land.)

Whenever enchanted land is tapped for mana, its controller adds ♣♣ to his or her mana pool.

—Christopher Rush

Pacifism



Enchantment — Aura

Enchant creature (Target a creature as you play this. This card comes into play attached to that creature.)

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

—Robert Bliss

—J. L. 1995, 2000 Wizards of the Coast, Inc. 33/345

Paladin en-Vec



Creature — Human Knight

First strike (This creature deals combat damage before creatures without first strike.)

Protection from black, protection from red (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black or red.)

—Simon Bisley

2/2

Panic Attack



Sorcery

Up to three target creatures can't block this turn.

Sometimes everyone decides to go for help at the same time.

—Mike Flores

—J. L. 1995, 2000 Wizards of the Coast, Inc. 33/345

Peace of Mind



Enchantment

* Discard a card: You gain 3 life.

"What can a peasant get for free that an emperor can never buy?"
—Dal riddle

—Randy Elliott

—J. L. 1995, 2000 Wizards of the Coast, Inc. 33/345

Pegasus Charger



Creature — Pegasus

Flying (This creature can't be blocked except by creatures with flying.)

First strike (This creature deals combat damage before creatures without first strike.)

—Jed Merrett

—J. L. 1995, 2000 Wizards of the Coast, Inc. 33/345

2/1

Persecute 2

Sorcery

Choose a color. Target player reveals his or her hand and discards all cards of that color.

*"Of all the tyrannies on humane kind
The worst is that which persecutes the mind."
—John Dryden
"The Hind and the Panther"*

—Greg Staples
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Phantom Warrior 1

Creature — Illusion

Phantom Warrior is unblockable.

*"There are as many pillows of illusion
as flakes in a snow-storm. We wake from
one dream into another dream."
—Ralph Waldo Emerson, "Illusions"*

—Greg Staples
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Phyrexian Arena 3

Enchantment

At the beginning of your upkeep,
you draw a card and you lose 1 life.

A drop of humanity for a sea of power.

—Carl Chubb
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Phyrexian Gargantua 4

Creature — Horror

When Phyrexian Gargantua comes
into play, you draw two cards and
you lose 2 life.

*Other Phyrexians have nightmares
about the gargantua.*

—Carl Chubb
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Phyrexian Hulk 6

Artifact Creature — Golem

*It doesn't think. It doesn't feel.
It doesn't laugh or cry.
All it does from dusk till dawn
Is make the soldiers die.
—Onean children's rhyme*

—Matthew D. Wilson
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Plagiarize 3

Instant

Until end of turn, if target player
would draw a card, instead that
player skips that draw and you draw
a card.

"Are you thinking what I'm thinking?"

—Jeremy Jarvis
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Plague Beetle 1

Creature — Insect

Swampwalk (This creature is unblockable
as long as defending player controls a
Swamp.)

*No one knows whether they were named
for the disease they carry or for the speed at
which they multiply.*

—Ally Williams
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Plague Wind 1

Sorcery

Destroy all creatures you don't
control. They can't be regenerated.

*"The second wind of ascension is
Rever, slaying the unmoorthy."
—Keld Triumphant*

—Ally Williams
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Plains

Basic Land — Plains

—Ally Williams
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Royal Assassin 



Creature — Human Assassin 

☛: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

—Mark Zug  **1/1**

Rukh Egg 



Creature — Egg 

When Rukh Egg is put into a graveyard from play, put a 4/4 red Bird creature token with flying into play at end of turn.

Called "stonefathers" by many lowlanders, rukhs are thought to descend from a phoenix that sacrificed its flame for a body of stone.

—Mark Zug  **0/3**

Sacred Ground 



Enchantment 

Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.

The knight knelt and prayed, first for the sanctity of his land and second for the strength to repel its invaders.

—Gary Raddell  **1**

Sacred Nectar 



Sorcery 

You gain 4 life.

*"Over the silver mountains,
Where spring the nectar fountains,
There will I bask;
The bowl of bliss;
And drink my everlasting fill..."*
—Sir Walter Raleigh, "The Pilgrimage"

—Janine Johnston  **1**

Sage Aven 



Creature — Bird Wizard 

Flying (This creature can't be blocked except by creatures with flying.)

When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order.

—Randy Gallegos  **1/3**

Samite Healer 



Creature — Human Cleric 

☛: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

—Anson Maddocks  **1/1**

Sanctum Guardian 



Creature — Human Cleric 

Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

—Denante Giancola  **1/4**

Sandstone Warrior 



Creature — Human Soldier 

First strike (This creature deals combat damage before creatures without first strike.)

☛ Sandstone Warrior gets +1/+0 until end of turn.

—Larry Gauthier  **1/3**

Savannah Lions 



Creature — Cat 

Even the brave are scared by a lion three times: first by its tracks, again by its roar, and one last time face to face.

—Somali proverb

—Carl Critchlow  **2/1**



Serra Angel 3



Creature — Angel

Flying (This creature can't be blocked except by creatures with flying.)
Vigilance (Attacking doesn't cause this creature to tap.)

"When she flies above the good, they consider themselves blessed. When she flies above the wicked, they consider themselves dead."

—Greg Staples

4/4

Serra's Blessing 1



Enchantment

Creatures you control have vigilance. (Attacking doesn't cause them to tap.)

"Rise, and I will show you how to run without flagging, fight without raging, and fly without wings."

—Rebecca Guay

Shard Phoenix 4



Creature — Phoenix

Flying (This creature can't be blocked except by creatures with flying.)
Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.

Return Shard Phoenix from your graveyard to your hand. Play this ability only during your upkeep.

—Paolo Parente

2/2

Shatter 1



Instant

Destroy target artifact.

—John Alexander Banks

Shivan Dragon 4



Creature — Dragon

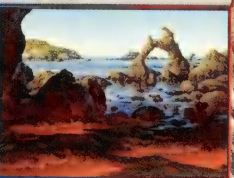
Flying (This creature can't be blocked except by creatures with flying.)
Shivan Dragon gets +1/+0 until end of turn.

The undisputed master of the mountains of Shiva.

—Daniela Gencello

5/5

Shivan Reef



Land

Add 1 to your mana pool.
Add 1 or 2 to your mana pool.
Shivan Reef deals 1 damage to you.

—Rob Alexander

Shock



Instant

Shock deals 2 damage to target creature or player.

"Once I saw a goblin sluttin' at a thunderstorm. He lost the argument pretty quickly."

—Wandering mage

—Tommy Reddy

Sift 3



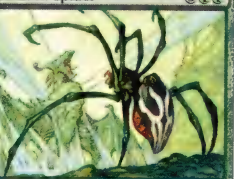
Sorcery

Draw three cards, then discard a card.

Dwell longest on the thoughts that shine brightest.

—Jeremy Jarvis

Silklash Spider 3



Creature — Spider

Silklash Spider can block as though it had flying.

Silklash Spider deals X damage to each creature with flying.

The only thing that flies over the Krosan Forest is the wind.

—Iain McCaig

2/7

Skyhunter Prowler

2



Creature — Cat Knight

2

Flying (This creature can't be blocked except by creatures with flying.)
Vigilance (Attacking doesn't cause this creature to tap.)

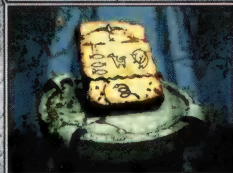
— Vance Kovacs

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1/3

Slate of Ancestry

4



Artifact

4

4, ♠, Discard your hand: Draw a card for each creature you control.
The pattern of life can be studied like a book, if you know how to read it.

— Carey D. Maccreak

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Slay

2



Instant

2

Destroy target green creature. It can't be regenerated.
Draw a card.

The elves had the edge in guile, skill, and valor. But in the end, only sheer numbers mattered.

— Ben Thompson

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Sleight of Hand

1



Sorcery

1

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

"Gambling with mages never is."
— Remui, venerable monk

— Jim Murray

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Soul Feast

3



Sorcery

3

Target player loses 4 life and you gain 4 life.

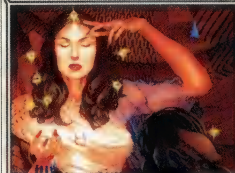
You are who you eat.

— Robert Rix

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Soul Warden

1



Creature — Human Cleric

1

Whenever another creature comes into play, you gain 1 life.

Count carefully the souls and see that none are lost.
— Vec teaching

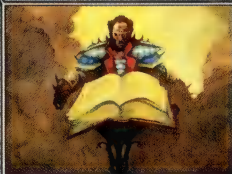
— Randy Gallgren

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1/1

Spellbook

0



Artifact

0

You have no maximum hand size.

"Everything the wise woman learned she wrote in a book, and when the pages were black with ink, she took white ink and began again."
— Karn, silver golem

— Andrew Goldhawk

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Spineless Thug

1



Creature — Zombie Mercenary

1

Spineless Thug can't block.

What it lacks in backbone, it makes up for in cruelty.

— Matthew Wilson

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2/2

Spirit Link

1



Enchantment — Aura

1

Enchant creature (Target a creature as you play this. This card comes into play attached to that creature.)

Whenever enchanted creature deals damage, you gain that much life.

— Key Walker

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Temporal Adept J U U

Creature — Human Wizard U

♦ ♦ ♦, W: Return target permanent to its owner's hand.

"If yesterday was two days ago tomorrow, will the day after tomorrow be today or yesterday?"
—Temporal Manipulation 101 final exam, Tolarian Academy

—Mark Tedin
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1/1

Thieving Magpie 2 U U

Creature — Bird U

Flying (This creature can't be blocked except by creatures with flying.)

Whenever Thieving Magpie deals damage to an opponent, you draw a card.

Other birds collect twigs for their nests. Magpies steal jewels for theirs.

—Una Erickson
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

1/3

Thought Courier J U

Creature — Human Wizard U

☞: Draw a card, then discard a card.

"There's an assortment to satisfy all your needs: deep, fleeting, dirty, pure, scientific, philosophical, after, and even fore. For a price."

—Stephen Tappin
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

1/1

Thran Golem 5

Artifact Creature — Golem U

As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample.

As a beaver's teeth grow unchecked without regular use, so does the golem's armor grow without regular battles.

—Rog Sparks
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

3/3

Threaten 2 U

Sorcery U

Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It may attack this turn.)

Goblins' motivational techniques are crude, but effective.

—Bob Layton
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

Thundermare 5 U

Creature — Thundermare U

Haste (This creature may attack the turn it comes under your control.)

When Thundermare comes into play, tap all other creatures.

Its hooves strike lightning and the thunder follows quickly after.

—Bob Layton
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

5/5

Tidal Kraken 5 U U U

Creature — Kraken U

Tidal Kraken is unblockable.

To merfolk, pirates are a nuisance. To pirates, merfolk are a threat. To the kraken, they're both appetizers.

—Christopher Muetter
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

6/6

Tidings 3 U U

Sorcery U

Draw four cards.

"Though the letter was many pages long, I could tell all I needed to know from one look at the messenger's face."
—Barrin, master wizard

—Pete Ventres
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03

Time Ebb 2 U

Sorcery U

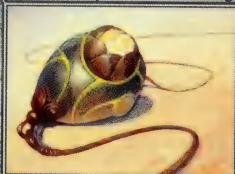
Put target creature on top of its owner's library.

Like the tide, time both ebbs and flows.

—Thomas M. Baxa
TM 4.0: 1993–2003 Wizards of the Coast, Inc. 10/3/03



Ur-Golem's Eye



Artifact

☞: Add 2 to your mana pool.

It still stares accusingly at Memnarch, though millennia have passed since he separated the eye from its body.

— Heather Hudson

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Urza's Mine



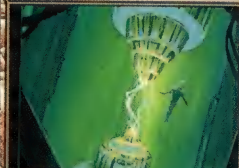
Land — Urza's Mine

☞: Add 1 to your mana pool. If you control an Urza's Power-Plant and an Urza's Tower, add 2 to your mana pool instead.

— Keith Schoon

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Urza's Power Plant



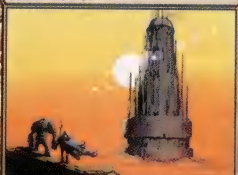
Land — Urza's Power-Plant

☞: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Tower, add 2 to your mana pool instead.

— Keith Schoon

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Urza's Tower



Land — Urza's Tower

☞: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Power-Plant, add 3 to your mana pool instead.

— Keith Schoon

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Utopia Tree



Creature — Plant

☞: Add one mana of any color to your mana pool.

The fruit of this fabled tree takes on the flavor of whatever food you love most.

— Gary Rasker

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0/2

Venerable Monk



Creature — Human Monk Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

— D. Alexander Gregory

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2/2

Verdant Force



Creature — Elemental

At the beginning of each player's upkeep, put a 1/1 green Saproling creature token into play under your control.

— Otto Pizzi

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7/7

Verduran Enchantress



Creature — Human Druid

Whenever you play an enchantment spell, you may draw a card.

"Graceful? Yes. Beautiful? Absolutely. Harmless? Definitely not."
— Fyndhorn elder

— Rob Alexander

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0/2

Veteran Cavalier



Creature — Human Knight

Vigilance (Attacking doesn't cause this creature to tap.)

Spirit is the sword and experience the sharpening stone.
— Arabian proverb

— Rick Post

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2/2

Viashino Sandstalker



Creature — Viashino Warrior

Haste (This creature may attack the turn it comes under your control.)

At end of turn, return Viashino Sandstalker to its owner's hand. (Return it only if it's in play.)

"Some believe sandstalkers to be illusions; those with scars know better."
—Zhalfirin Guide to the Desert

—Andrew Robinson

4/2

Viridian Shaman



Creature — Elf Shaman

When Viridian Shaman comes into play, destroy target artifact.

She stands as a living symbol of the natural world and an enemy of the forces that threaten it.

—Scott M. Fischer

2/2

Volcanic Hammer



Sorcery

Volcanic Hammer deals 3 damage to target creature or player.

Fire finds its form in the heat of the forge.

—Ben Thompson

Vulshok Morningstar



Artifact — Equipment

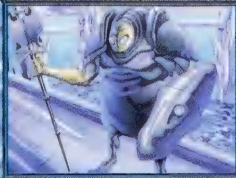
Equipped creature gets +2/+2.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

—David Martin

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Wanderguard Sentry



Creature — Drone

When Wanderguard Sentry comes into play, look at target opponent's hand.

It allows those with dangerous weapons to pass. But not those with dangerous thoughts.

—Luca Zottini

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3/3

Warrior's Honor



Instant

Creatures you control get +1/+1 until end of turn.

"No person was ever honored for what he received. Honor has been the reward for what he gave."

—Calvin Coolidge

—D. Alexander Gregory

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Weathered Wayfarer



Creature — Human Nomad Cleric

*, ®: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library. Play this ability only if an opponent controls more lands than you.

—Greg & Tim Hildebrandt

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1/1

Web



Enchantment — Aura

Enchant creature (Target a creature as you play this. This card comes into play attached to that creature.)

Enchanted creature gets +0/+2 and can block as though it had flying.

—Hugh Jackson

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Weird Harvest



Sorcery

Each player may search his or her library for up to X creature cards, reveal those cards, and put them into his or her hand. Then each player who searched his or her library this way shuffles it.

Kres's distorted groves bear strange fruit.

—Boly Perillo

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Whip Sergeant

2



Creature — Human Soldier

☛ Target creature gains haste until end of turn. (It may attack this turn.)
Keldon soldiers learn to move faster than the whip.

— Paulo Parente

2/1

Wildfire

4



Sorcery

Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Fire is always at the top of the food chain, and it has a big appetite.

— Carl Critchlow

Will-o'-the-Wisp

3



Creature — Spirit

Flying (This creature can't be blocked except by creatures with flying.)

☛ Regenerate Will-o'-the-Wisp. (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

— Rick Alvarado

0/1

Wind Drake

2



Creature — Drake

Flying (This creature can't be blocked except by creatures with flying.)

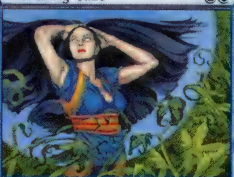
"But high she shoots through air and light,
Above all low delay,
Where nothing earthly bounds her flight,
Nor shadow dims her way."
— Thomas Moore, "Oh that I had Wings"

— Tim Wintersland

2/2

Withering Gaze

2



Sorcery

Target opponent reveals his or her hand. You draw a card for each Forest and green card in it.

"Nature cares not for the knowledge to be gained from its study. Better to bleed it dry, lest its potential be wasted on hazards and leaves."

— Randy Gallgren

— Randy Gallgren

Wood Elves

2



Creature — Elf Scout

When Wood Elves comes into play, search your library for a Forest card and put that card into play. Then shuffle your library.

Every branch a crossroads, every time a swift steed.

— Christopher Phillips

1/1

Worship

3



Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

"Believe in the ideal, not the idol."
— Serra

— Mark Zug

— Mark Zug

Wrath of God

2



Sorcery

Destroy all creatures. They can't be regenerated.

— Key Walker

— Key Walker

Wurm's Tooth

2



Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

— Alan Pollack

— Alan Pollack



Coral Eel

1



Creature — Eel

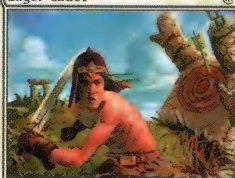
Some fishers like to eat eels, and some eels like to eat fishers.

—Una Fricker

2/1

Eager Cadet

1



Creature — Human Soldier

"Training? Seeing my crops burnt to cinders was all the 'training' I needed."

—Scott M. Fischer

1/1

Enormous Baloth

6



Creature — Beast

Its diet consists of fruits, plants, small woodland animals, large woodland animals, woodlands, fruit groves, fruit farmers, and small cities.

—Mark Tedin

7/7

Giant Octopus

3



Creature — Octopus

"Before my eyes was a horrible monster, worthy to figure in the legends of the marvellous. . . Its eight arms, or rather feet, fixed to its head. . . were twice as long as its body, and were twisted like the furies' hair."
—Jules Verne, *Twenty Thousand Leagues under the Sea*, *Leven*

—Heather Hudson

3/3

Goblin Raider

1



Creature — Goblin Warrior

Goblin Raider can't block.
He's smart for a goblin. He can do two things: hit and run.

—Greg Staples

2/2

Index

1



Sorcery

Look at the top five cards of your library, then put them back in any order.

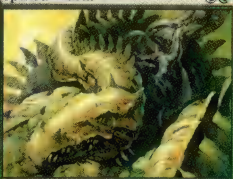
"Let's see . . . Mercadia, mercenary, merfolk . . . you know, I really need a better filing system."

—Roy Walker

—Roy Walker

Spined Wurm

4



Creature — Wurm

"I couldn't stand in front of that wurm, son. 'Course, I couldn't stand behind it neither. In fact, standing anywhere near that wurm's not much of a plan. Running, now that's a plan!"
—Wandering mage

—Carl Critchlow

5/4

Vengeance

3



Sorcery

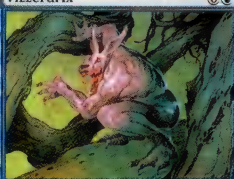
Destroy target tapped creature.
Bitter as wormwood, sweet as mulled wine.

—Paolo Parente

—Paolo Parente

Vizzerdrix

6



Creature — Beast

A bored wizard once created a vizzerdrix out of a bunny and a pranha. He never made that mistake again.

—Dave Dorman

—Dave Dorman

6/6

CORE SET™

NINTH EDITION CARD CHECKLIST

WHITE

- ☐ 1 U Angel of Mercy
- ☐ 2 C Angelic Blessing
- ☐ 3 C Aven Cloudchaser
- ☐ 4 C Aven Flock
- ☐ 5 U Ballista Squad
- ☐ 6 U Blessed Orator
- ☐ 7 R Blinding Angel
- ☐ 8 R Blinking Spirit
- ☐ 9 U Chastise
- ☐ 10 U Circle of Protection:
Black
- ☐ 11 U Circle of Protection:
Red
- ☐ 12 C Crossbow Infantry
- ☐ 13 C Demystify
- ☐ 14 C Foot Soldiers
- ☐ 15 U Gift of Estates
- ☐ 16 R Glorious Anthem
- ☐ 17 C Glory Seeker
- ☐ 18 C Holy Day
- ☐ 19 C Holy Strength
- ☐ 20 C Honor Guard
- ☐ 21 C Infantry Veteran
- ☐ 22 U Inspirite
- ☐ 23 R Ivory Mask
- ☐ 24 U Kami of Old Stone
- ☐ 25 U Leonin Skyhunter
- ☐ 26 R Marble Titan
- ☐ 27 C Master Decoy
- ☐ 28 R Master Healer
- ☐ 29 C Mending Hands
- ☐ 30 R Oracle's Attendants
- ☐ 31 C Pacifism
- ☐ 32 R Paladin en-Vec
- ☐ 33 U Peace of Mind
- ☐ 34 C Pegasus Charger
- ☐ 35 R Reverse Damage
- ☐ 36 R Righteousness
- ☐ 37 R Sacred Ground
- ☐ 38 C Sacred Nectar
- ☐ 39 C Samite Healer
- ☐ 40 U Sanctum Guardian
- ☐ 41 R Savannah Lions

- ☐ 42 U Seasoned Marshal
- ☐ 43 R Serra Angel
- ☐ 44 U Serra's Blessing
- ☐ 45 C Skyhunter Prowler
- ☐ 46 U Soul Warden
- ☐ 47 U Spirit Link
- ☐ 48 R Story Circle
- ☐ 49 C Suntail Hawk
- ☐ 50 U Tempest of Light
- ☐ 51 C Venerable Monk
- ☐ 52 C Veteran Cavalier
- ☐ 53 C Warrior's Honor
- ☐ 54 R Weathered Wayfarer
- ☐ 55 R Worship
- ☐ 56 R Wrath of God
- ☐ 57 U Zealous Inquisitor

BLUE

- ☐ 58 U Air Elemental
- ☐ 59 U Annex
- ☐ 60 R Archivist
- ☐ 61 C Aven Fisher
- ☐ 62 C Aven Windreader
- ☐ 63 U Azure Drake
- ☐ 64 U Baleful Stare
- ☐ 65 R Battle of Wits
- ☐ 66 C Boomerang
- ☐ 67 R Clone
- ☐ 68 U Confiscate
- ☐ 69 C Counsel of the
Soratami
- ☐ 70 R Cowardice
- ☐ 71 C Crafty Pathmage
- ☐ 72 R Daring Apprentice
- ☐ 73 C Dehydration
- ☐ 74 U Dream Prowler
- ☐ 75 R Evacuation
- ☐ 76 U Exhaustion
- ☐ 77 C Fishliver Oil
- ☐ 78 R Fleeting Image
- ☐ 79 C Flight
- ☐ 80 C Fugitive Wizard
- ☐ 81 C Horned Turtle
- ☐ 82 R Imaginary Pet

- ☐ 83 U Levitation
- ☐ 84 C Lumengrid Warden
- ☐ 85 R Mahamoti Djinn
- ☐ 86 C Mana Leak
- ☐ 87 R Mind Bend
- ☐ 88 U Phantom Warrior
- ☐ 89 R Plagiarize
- ☐ 90 R Polymorph
- ☐ 91 U Puppeteer
- ☐ 92 U Reminisce
- ☐ 93 C Remove Soul
- ☐ 94 U Rewind
- ☐ 95 C Sage Aven
- ☐ 96 C Sea Monster
- ☐ 97 C Sea's Claim
- ☐ 98 C Sift
- ☐ 99 C Sleight of Hand
- ☐ 100 C Storm Crow
- ☐ 101 U Telepathy
- ☐ 102 R Temporal Adept
- ☐ 103 U Thieving Magpie
- ☐ 104 U Thought Courier
- ☐ 105 R Tidal Kraken
- ☐ 106 U Tidings
- ☐ 107 C Time Ebb
- ☐ 108 R Trade Routes
- ☐ 109 R Traumatize
- ☐ 110 U Treasure Trove
- ☐ 111 C Wanderguard
Sentry
- ☐ 112 C Wind Drake
- ☐ 113 U Withering Gaze
- ☐ 114 R Zur's Weiriding

BLACK

- ☐ 115 U Blackmail
- ☐ 116 C Bog Imp
- ☐ 117 U Bog Wraith
- ☐ 118 C Coercion
- ☐ 119 U Consume Spirit
- ☐ 120 C Contaminated Bond
- ☐ 121 U Cruel Edict
- ☐ 122 C Dark Banishing
- ☐ 123 R Death Pits of Rath

● BLACK (continued)

- 124 U Deathgazer
- 125 U Diabolic Tutor
- 126 U Drudge Skeletons
- 127 C Enfeeblement
- 128 U Execute
- 129 C Fear
- 130 C Festering Goblin
- 131 R Final Punishment
- 132 C Foul Imp
- 133 C Giant Cockroach
- 134 U Gluttonous Zombie
- 135 R Grave Pact
- 136 C Gravedigger
- 137 R Hell's Caretaker
- 138 C Highway Robber
- 139 C Hollow Dogs
- 140 U Horror of Horrors
- 141 R Hypnotic Specter
- 142 C Looming Shade
- 143 R Lord of the Undead
- 144 U Megrim
- 145 C Mind Rot
- 146 R Mindslicer
- 147 R Mortivore
- 148 U Nantuko Husk
- 149 U Nokrataal
- 150 R Nightmare
- 151 R Persecute
- 152 R Phyrexian Arena
- 153 U Phyrexian Gargantua
- 154 C Plague Beetle
- 155 R Plague Wind
- 156 C Raise Dead
- 157 C Ravenous Rats
- 158 C Razortooth Rats
- 159 R Royal Assassin
- 160 C Scathe Zombies
- 161 R Sengir Vampire
- 162 C Serpent Warrior
- 163 U Slay
- 164 U Soul Feast
- 165 C Spineless Thug
- 166 U Swarm of Rats
- 167 R Underworld Dreams
- 168 C Unholy Strength

- 169 R Will-o'-the-Wisp
- 170 R Yawgmoth Demon
- 171 U Zombify

● RED

- 172 C Anaba Shaman
- 173 U Anarchist
- 174 C Balduvian Barbarians
- 175 U Blaze
- 176 R Blood Moon
- 177 R Bloodfire Colossus
- 178 U Boiling Seas
- 179 U Demolish
- 180 U Enrage
- 181 C Firebreathing
- 182 U Flame Wave
- 183 U Flashfires
- 184 U Flowstone Crusher
- 185 C Flowstone Shambler
- 186 R Flowstone Slide
- 187 R Form of the Dragon
- 188 R Furnace of Rath
- 189 U Goblin Balloon Brigade
- 190 C Goblin Brigand
- 191 C Goblin Chariot
- 192 R Goblin King
- 193 C Goblin Mountaineer
- 194 C Goblin Piker
- 195 C Goblin Sky Raider
- 196 U Guerrilla Tactics
- 197 C Hill Giant
- 198 R Karplusan Yeti
- 199 U Kird Ape
- 200 C Lava Axe
- 201 C Lightning Elemental
- 202 R Magnivore
- 203 R Mana Clash
- 204 R Mogg Sentry
- 205 U Ogre Taskmaster
- 206 U Orcish Artillery
- 207 C Panic Attack
- 208 U Pyroclasm
- 209 C Raging Goblin

- 210 R Rathi Dragon
- 211 C Reflexes
- 212 R Relentless Assault
- 213 C Rogue Kavu
- 214 R Rukh Egg
- 215 C Sandstone Warrior
- 216 C Seething Song
- 217 R Shard Phoenix
- 218 C Shatter
- 219 R Shivan Dragon
- 220 C Shock
- 221 C Stone Rain
- 222 U Sudden Impact
- 223 U Threaten
- 224 R Thundermare
- 225 U Viashino Sandstalker
- 226 C Volcanic Hammer
- 227 U Whip Sergeant
- 228 R Wildfire

● GREEN

- 229 U Anaconda
- 230 R Ancient Silverback
- 231 R Biorhythm
- 232 U Blanchwood Armor
- 233 C Craw Wurm
- 234 U Creeping Mold
- 235 R Early Harvest
- 236 U Elvish Bard
- 237 C Elvish Berserker
- 238 R Elvish Champion
- 239 R Elvish Piper
- 240 C Elvish Warrior
- 241 R Emperor Crocodile
- 242 R Force of Nature
- 243 C Giant Growth
- 244 C Giant Spider
- 245 R Greater Good
- 246 C Grizzly Bears
- 247 U Groundskeeper
- 248 U Hunted Wumpus
- 249 C Kavu Climber
- 250 U King Cheetah
- 251 U Ley Druid
- 252 U Llanowar Behemoth
- 253 C Llanowar Elves

- 254 R Maro
- 255 R Might of Oaks
- 256 R Natural Affinity
- 257 C Natural Spring
- 258 C Naturalize
- 259 U Needle Storm
- 260 C Norwood Ranger
- 261 C Order of the Sacred Bell
- 262 C Overgrowth
- 263 C Rampant Growth
- 264 C Reclaim
- 265 U Regeneration
- 266 U River Bear
- 267 U Rootbreaker Wurm
- 268 C Rootwalla
- 269 C Scaled Wurm
- 270 R Seedborn Muse
- 271 R Silklash Spider
- 272 U Stream of Life
- 273 U Summer Bloom
- 274 C Trained Armodon
- 275 C Tree Monkey
- 276 C Treetop Bracers
- 277 R Utopia Tree
- 278 R Verdant Force
- 279 R Verduran Enchantress
- 280 U Viridian Shaman
- 281 U Web
- 282 R Weird Harvest
- 283 C Wood Elves
- 284 U Yavimaya Enchantress
- 285 C Zodiac Monkey

ARTIFACTS

- 286 R Aladdin's Ring
- 287 U Angel's Feather
- 288 R Beast of Burden

- 289 R Booby Trap
- 290 U Bottle Gnomes
- 291 R Coat of Arms
- 292 U Dancing Scimitar
- 293 R Defense Grid
- 294 U Demon's Horn
- 295 R Disrupting Scepter
- 296 U Dragon's Claw
- 297 U Fellwar Stone
- 298 R Howling Mine
- 299 U Icy Manipulator
- 300 R Jade Statue
- 301 R Jester's Cap
- 302 U Kraken's Eye
- 303 R Loxodon Warhammer
- 304 R Millstone
- 305 U Ornithopter
- 306 U Phyrexian Hulk
- 307 U Rod of Ruin
- 308 R Slate of Ancestry
- 309 U Spellbook
- 310 R Storage Matrix
- 311 U Tanglebloom
- 312 R Teferi's Puzzle Box
- 313 R Thran Golem
- 314 U Ur-Golem's Eye
- 315 U Vulshok Morningstar
- 316 U Wurm's Tooth

LANDS

- 317 R Adarkar Wastes
- 318 R Battlefield Forge
- 319 R Brushland
- 320 R Caves of Koilos
- 321 R Karplusan Forest
- 322 R Llanowar Wastes
- 323 U Quicksand
- 324 R Shivan Reef

- 325 R Sulfurous Springs
- 326 R Underground River
- 327 U Urza's Mine
- 328 U Urza's Power Plant
- 329 U Urza's Tower
- 330 R Yavimaya Coast
- 331 L Plains
- 332 L Plains
- 333 L Plains
- 334 L Plains
- 335 L Island
- 336 L Island
- 337 L Island
- 338 L Island
- 339 L Swamp
- 340 L Swamp
- 341 L Swamp
- 342 L Swamp
- 343 L Mountain
- 344 L Mountain
- 345 L Mountain
- 346 L Mountain
- 347 L Forest
- 348 L Forest
- 349 L Forest
- 350 L Forest

CORE GAME

- S1 Eager Cadet
- S2 Vengeance
- S3 Coral Eel
- S4 Giant Octopus
- S5 Index
- S7 Vizzerdrix
- S8 Goblin Raider
- S9 Enormous Baloth
- S10 Spined Wurm

○ = Regular card □ = Premium card C = Common U = Uncommon R = Rare L = Basic land

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